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The Fallout Network Subreddit: A Hub for Fallout 4 Enthusiasts Head to r/Fallout4 for all things Fallout 4. Discuss builds and settlements, gameplay strategies, and mods - get your ultimate Fallout 4 experience here! **Controller Layout Guide** For PC players using an Xbox 360 or Xbox One controller (or a PlayStation 4 controller with InputMapper), follow the controls below. - **Movement:** - Forward: W - Left Stick: LEFT STICK - Back: S - Strafe Left: A - Strafe Right: D - **Action and Camera:** - Attack: MOUSE button 1 (or R2 on Xbox) - Aim/Block: MOUSE button 2 (or L2 on Xbox) - Rotate View: MOUSERIGHT STICK (or RIGHT STICK) - **Other Actions:** - Jump: SPACE - Sprint: TRIANGLE (on PlayStation) or RIGHT SHIFTL3 (on PC, and can be changed in settings) - Run: VATS is recommended for most situations; however, use CLEFT STICK sensitivityLEFT STICK sensitivity to run. - Sneak: LB on Xbox or LEFT CTRL on PC **Quick Menu** - Quicksave: F5 - Quickload: F9 - Pause: ESC (or OPTIONSMENU) - Quick Stats: K - Pip-Boy: I - Quick Map: J - Quick Radio: O **Welcome to The Commonwealth!** You've arrived in 2077's Massachusetts, now known as The Commonwealth. Tips before starting: * **Avoid spoilers:** VIDEOS CONTAIN SPOILERS! * **Save wisely:** Quicksave frequently. * **Manage your inventory:** Store everything at first; sell/trade/discard later if unsure of its use. * **Sleep in beds:** It's a better way to recover health than using items or the doctor. **Gameplay Tips:** * Use VATS for easier decision-making. * Avoid unnecessary combat unless you have to. * Food is faster and more efficient as a healing option compared to Stimpaks in many situations. * When facing radiation damage, let Doctor Sun remove it at your first major city stop instead of using removal items. Get familiar with the Lockpicking (levels 1 and 2) and Hacking (level 1) perks as soon as possible. If you prefer to explore on your own, learn the VANS perk to use VATS in your next objective. Be prepared for radiation storms by finding a bed or chair, choosing to sleep/wait, or fast traveling away from the storm's range until it disappears. Once you find equipment boosting CHR, keep it with you at all times (usually a Suit/Dress (+2), Black-Rim Glasses (+1), and fancy Hats (+1)). There will be instances where successfully persuading people will greatly help your progress. When finding Power Armor, use it sparingly as it's challenging to come across Fusion Cores to activate it initially. Avoid actively hunting for Power Armor early in the game; you'll get better armor as you level up. Once you find it, its type is set. You can adjust the difficulty at any time if you find it too hard or easy. Check out Alexa Ray Corriea's excellent article on getting started with Fallout 4; I highly recommend reading it (. gamespot.com/articles/the-beginners-guide-to-fallout-4/1100-6432034/). Also, take advantage of the in-game help in the Pause menu; it can provide valuable information. Before starting the game, customize your character to your liking with many options available. You can select from 15 different face types, which provides preset skin, eye, and hair colors as well as varying head, face, ear, eyebrow, nose, cheek, and chin shapes. Further customize your selection in Face Details. If you want to "reset" your character after customizing, you can choose a new preset here to start over. When starting your journey in Vault 111, you'll need to decide on a name for your character, which is not crucial but can make dialogue interactions more authentic. You'll also allocate points across six SPECIAL attributes: Name, Strength, Perception, Endurance, Charisma, and Intelligence. Name is relatively flexible and doesn't affect gameplay significantly. It's recommended using one of the default names like Nate or Nora, as they will be referenced in conversations. Strength measures your physical power and affects melee attacks' damage and how much you can carry. Perception impacts your ability to accurately aim with V.A.T.S. systems. Endurance reflects your overall fitness level and influences health levels and sprinting's impact on Action Points. Charisma determines your success in persuading others through dialogue and bartering, while Intelligence is crucial for earning experience points. Agility affects V.A.T.S.'s action point usage and sneaking abilities, and Luck impacts critical hit recharge rates. Given you begin with 21 points, a beginner might prioritize high Intelligence followed by decent Agility, especially if you aim to pick locks early on. Your attribute choices will evolve as you progress through the game. It's time to head to Vault 111. Exit the current area and locate the compass on your screen for directions. You'll see a square indicator showing how many steps until your next checkpoint. Talk to the soldier at the gate for access, then follow the blue soldier to a platform that leads underground. Climb up the stairs and wait for your turn to pick up the Vault 111 Jumpsuit - New. Proceed to the Decontamination Pod and exit after it's finished. Upon regaining control, examine the control panel to open the pod, and check its contents for another Wedding Ring. Move west through a door, then left into the next cryo chamber. Check the northern wall tables for a Coffee Mug, 2 Clipboards, and a Vault 111 Jumpsuit - New. Return to the hallway and check the locked door at the end; instead, grab the nearby tools: Screwdriver, Adjustable Wrench, and Wrench. Head north and east through two more doors. Before proceeding down the corridor, examine the small room to your south for various items. Also, be sure to pick up a Security Baton that's automatically equipped. Your first enemy in the game, a Radroach, will appear; defeat it using the Default Controls to obtain possible spoils. Stop by the cafeteria and check out the computer to play Fallout's Donkey Kong. After playing, eject the holotape to obtain the Red Menace. Scavenge more items from the tables, including Coffee Cups and Beer Bottles. The sinks in both areas allow you to drink water for HP restoration if needed. As you proceed through the western door, be cautious of the electricity generated between the machines – it can harm your character if hit. Instead, navigate around the outside and then enter the other side, fending off Radroaches as needed, before moving forward. When you reach the next door, claim the Stimpaks, 10mm Pistol, 10mm Rounds, Battered Clipboard, and Eyeglasses from the desk. Your gun will automatically equip once obtained, but you can temporarily store it by holding the Ready/Reload button. You'll regain access to your weapon after using it. Once you've got your Pip-Boy, you'll be able to fully unequip weapons or customize your default items like the Security Baton and Stimpaks. Note that the file cabinet nearby contains a Bobby Pin, Pre-War Money, and Pencil. Search the cage for more ammo (2 10mm Rounds) and another 10mm Pistol on the top shelf. In the last room to the south, you'll find another sink to recover HP, as well as items beside the bed – Preserved Cigarette Pack and 10mm Rounds in the locker. Be aware that the southern door is currently locked, but you can unlock it using the computer terminal at the desk to access the Evacuation Tunnel. After testing your new weapon on Radroaches, return to the sink to recover HP if needed, then head back down the corridor to the next area. Open the second door, clear out the roaches, and grab the 10mm Rounds refill in the southeastern corner. You can also explore this hallway, which leads you to the now-open door that was initially locked. To access the Vault, pick up the Pip-Boy still attached to the remains on the ground. Familiarize yourself with each of the five menus and sections before examining the Vault Door Controls to finally open it. Take the newfound path to the lift, where you'll see the light of day and complete this objective. You'll earn War Never Changes upon exiting the Vault. Stats picked now means less items can be held before ditching is needed. Don't worry too much since it's early but keep in mind for later use. With Pip-Boy outside, new things can be done like putting on Eyeglasses for +1 PER, tuning into radio stations nearby, and using the Pip-Boy flashlight when dark or not well-lit areas are entered. Fast travel is available now to locations unlocked on the map, with Vault 111 being the only one for now. New items to grab include Wrench, Folder, first aid kit, Nuka Cola, and goodies from wooden crates near the shack north of Vault 111. Three yellow wooden crates northwest have items too, as well as a billboard nearby with another shack containing Desk Fan, Cram, and various items on its stand and table. Scavenging is done for now; flowers can be picked around the area but let's head home soon. Following the dirt path east from the second shack will lead to discovering Sanctuary again after crossing the bridge. Once back on the main road, turn northeast and follow the indicator to find something next. When a yellow question mark appears, asking "You okay?", respond by asking Codsworth for food first, which he'll fetch in the form of Sugar Bombs. After that, ask him again and choose "You okay?" to trigger his breakdown and earn some XP. He'll then give you the Hi Honey! holotape, and you can explore with him as he takes down Bloatflies. Eventually, he'll suggest heading to Concord before returning home. Before moving on, pillage your home to find valuable items like Grognak the Barbarian, which increases your unarmed and melee critical attacks by 5%. Check every nook and cranny of your house, including tables, couches, walls, and even corpses. In Shaun's room, you'll find a hidden You're S.P.E.C.I.A.L.! book under his dresser, allowing you to increase one attribute by 1 point. Across the street, explore another house and discover your first Workshop on the porch. Here, you can create items and scrap existing ones for resources. You also have access to the Weapons Workbench and Armor Workbench, where you can modify your current gear. For now, focus on scavenging junk items in houses and areas; there are countless tiny things to collect. able to scrap just about anythin' thats not bolted down! dont be too hasty tho, some stuff might still be in workin' order or worth storin'. make it a habit to loot every buildin', then strip the place bare and send it all to yer workshop. you can even scrap what cant be taken along the way! before movin on, make sure to clear out any junk and get yerself a bed set up so ya can rest and recover some HP. might as well make the house with all the creation tools yer new digs! or if ya want, go into workshop mode and move everything back to yer old place (just dont expect to take that big ol' workbench with ya). feel free to keep raidin houses in the 'hood! head on over to the blue house southeast of yer new workshop. check out the back room where ya should find a safe hidden under the crib. be sure to save before tryin to pick the lock, or just reload if ya mess up! just rotate that bobby pin till it points the way ya want, then slowly try to unlock it. dont get discouraged if it shakes - just reposition and keep tryin till its fully unlocked! once ya got that safe open, grab whatever's inside! next up is the yellow house next door to yer old place (northeast). in the corner of the bedroom, ya should find another safe waitin for ya. from there, head on over to the blue house northeast of yer workshop. check out the back where ya'll find a Root Cellar with an Advanced lock that's just outta reach... but also a comfy mattress and some goodies to pick up! thats all the important stuff from this side of town - now it's time to check out the rest! head on over to the third house southwest of yer old place. first, check out behind it where ya should find a super useful Chemistry Station! dont try to take it with ya... just go into workshop mode and drag it back to yer workshop instead. once ya got that set up, make yer way inside and check out the office beside the bathroom. there's a computer terminal waitin for ya... but first things first, let's get rid of that makeshift bomb on the safe! examine both the bomb and the tension trigger, then save and take another crack at it. once its open, grab whatever's inside! check out the computer terminal next - hacking's a bit different from lockpickin'! move yer cursor around and take a guess till ya get it right You'll need to crack some codes by selecting words that appear on the screen. If you make mistakes, it will give you feedback on how many letters were correct. Keep trying until you succeed. This will grant you access to a few more items and hints. Next, head down the hill and southeast to find the last house before the bridge. Inside, you'll discover a Cooking Station, which allows you to turn enemies' corpses into food in your Workshop mode. After that, return to the final house by the bridge and search under the dresser for another safe containing an Advanced lock. Mark it for later, as it's not accessible yet. Now, follow the road further and check the trash can on the northeastern side. If needed, stop at your workshop to offload any unwanted items or equipment. When you're ready to proceed with the story, cross the bridge southeast and visit the corpse you find. Then, inspect the statue for a duffle bag filled with goodies. Continue along the road to reach the Red Rocket Truck Stop, where you'll meet the first living companion, Dogmeat. You can command him to stay or follow certain areas, help attack enemies, or even fetch items. With Dogmeat by your side, return to Vault 111 and use him to grab the Cryolator from the Master-locked case if desired. He will also show you nearby Stimpaks and first aid kits for you to collect. Be cautious, as an ambush is imminent. Prepare your weapon and wait for a few moments before several Mole Rats emerge and attack. After defeating them, loot their corpses, which should now hold Bottlecaps. Then, follow Dogmeat as he leads the way to another workshop. So, we've got our Sanctuary Workshop and now we're at the Red Rocket Workshop! Remember that everything you stored in Sanctuary is exclusive to that workshop, so make sure to bring what you want to the Red Rocket. With a PER of 4 or higher, it's time to learn the Locksmith perk - super useful for tackling those tougher locks! Let's backtrack and grab some treasure from that Advanced lock safe near the bridge. And don't forget to scavenge every little detail at the Red Rocket itself! We've also got our usual Workbenches and Stations inside: Weapons, Cooking, Armor, Chemistry, and Power Armor. Now, let's talk about what's outside the Red Rocket. There's a small cave just south of it with some important loot - grab that Fusion Core before heading into the Mole Rat Den (save first, though!). You'll also find Trashbusters Award and a Novice-locked safe in there. If you want to snag more goodies, head up the hill to the water tower for a First Aid Kit. Then, follow it almost due south-southeast to that half-buried steamer trunk with some cool finds inside. Abernathy Farm is southwest of both the water tower and Red Rocket - feel free to check it out for XP and discovery. You can harvest their crops or even trade with them (just watch out for those "Steal" items in red, or you'll get killed!). There's a small trailer northwestern of the farm with some loot, too! As for Wicked Shipping Fleet Lockup, just discover its location and don't venture further - it's better to fast travel back to the Red Rocket. You're all set, so continue down the road east of the Red Rocket, where you'll find a fork in the path. It's a good idea to take some time now to loot houses along the way to upgrade your gear and ammo for the challenges ahead. As you walk into Concord, head left first. The house on the right has a locked safe containing a reward. After that, follow the road's edge until you're on the opposite side of town; avoid venturing into the center just yet. You'll find a lot with broken cars, a Cooking Station, and some loot on one end, possibly including a Settler or two. Ignore them unless you feel like getting involved. Search for bodies and crates that might have weapons, ammo, and clothing. Once you've gathered everything, take a look to your west; the house closest to you and the Settler has some goodies on the second floor. Loot the Raider's body and crack the locked safe to claim it all. Now, head back to the start of Concord at the fork. If you're in a hurry, just fast travel to Red Rocket instead. From there, take the right path. The first house on the right has an Advanced lock safe upstairs; open it for more weapons and ammo. Just one other building is worth noting, along with those by your destination. All the rest are boarded up, so there's nothing else to loot. Continue east down the street, then turn left to come to another crossroad. You should see a large banner that says "Celebrate History," as well as a museum and some gun fighting going on in the distance. Take the time to save, as it's easy to die at this point. Make sure your armor and other goodies are equipped to boost damage resistance. If you have a strong weapon like a Double-Barrel Shotgun or Pipe Bolt-Action Rifle, equip it now. If you took long enough to explore, then the defender of the museum will have already killed the Raiders attacking them. Just skip the killing part and loot their bodies. Move forward to take on the challenge. There are two Raiders battling with the museum's defender, plus another Raider coming from the corner store on your right. You can safely ignore the guy in the store for now; just stay low and sneak up on the guys firing at the museum balcony, then take them out. If you've got a chance to take out the store Raider, do so afterwards. If not, start retreating back down the street. If they're focused on you, they'll give chase, so quickly dash to the end of the street and behind the building, then pop out and take a few shots to take them down. Once all four are defeated and you discover the Museum of Freedom, you've cleared this quest. "When Freedom Calls" is now unlocked. Take some time to unload any excess gear back at your Workshop, since there's plenty to grab inside and you'll be carrying that heavy Laser Musket too. If you're overloaded and can't run, consider giving some items to Dogmeat to lighten the load. Don't forget to bring any equipment that boosts CHR in case it's not high enough for an upcoming dialogue option. It's always a good idea to have some booze on hand like Gwinnett or Beer for a temporary CHR boost. If you've leveled up and already have the Advanced Locksmith perk, consider investing a point or two into CHR so you're at around 5 or 6, just in case. Grab the Laser Musket, a powerful weapon that lets you charge up a stronger blast by repeatedly tapping the reload button (just be sure to conserve your ammo). You won't find anything useful exploring nearby buildings - just an Expert lock safe in the church that's inaccessible. Arm yourself and enter the Museum of Freedom. Ahead of you on the second floor, you'll see Raiders focusing their fire above you. Since they don't know you're there yet, try taking out the one on the left without using VATS (or use VATS to get a general aim, then exit and fire), then quickly switch to the other with VATS. After that, another Raider will start firing from behind the barred window; take him out, then head through the doorway on your right. Make your way through the hallways and a room of mannequins, eventually arriving at the iron gate on the other side (which you could've bypassed if you had the Advanced lock). Pick the Novice lock in the basement as well as hack the terminal down here (in that order; using the terminal unlocks the door and you miss out on XP). Once you've... 1. Looted the Fusion Core from inside a room, heading upstairs and through the northeastern door. 2. Eliminated two Raiders there, proceeding to a hole in the wall to the northeast. 3. Climbed more stairs, taking out the last two Raiders by the first door on the right. 4. Talked to Preston, learning about him and the remaining settlers. 5. Procured the Fusion Core previously obtained, allowing progression. 6. Acquired an Atomic Command holotape from a RobCo Fun magazine found on a desk. 7. Hacked Sturges' terminal, unlocking the Security Gate which has no effect. 8. Avoided talking to Mama Murphy initially, instead looting and interacting with other residents. 9. Obtained a Perception Bobblehead to boost PER score. 10. Equipped CHR-boosting equipment and drank corresponding booze before re-engaging with Mama Murphy. 11. Interacted with Mama Murphy, asking about "The Sight" to receive an alternative response. 12. Proceeded through the southwestern hallway, grabbing Bottlecaps and a holotape. 13. Examine the Power Armor to insert the Fusion Core, then activate it. 14. Claimed the Vertibird Minigun and descended from the roof, clearing out Raiders with ease. 15. Faced the deadly Deathclaw, keeping distance before unleashing the minigun's fury. him down and keep blasting with the minigun as his health drops. Take the time to finish off any remaining enemies before collecting your loot. After defeating the enemy, fast travel to Sanctuary and remove your Power Armor to preserve your Fusion Core. Check Gristle's body for the Corvega Storage Key and report back to Preston. You can explore the area where the Deathclaw came from, including a hidden access point to the Concord Civic Access. Be cautious of enemies in this area and consider exploring without Power Armor first. While there, pick up some equipment, unchain a door, and unlock a toolbox for junk. A Fusion Core is located near a bed, which can be used to recover HP. Additionally, find a trunk with Taboo Tattoos inside the water near the core. To access this area, go through the big doors behind the Pulowski Preservation Shelter, which is visible from the Museum of Freedom's entrance. After completing this quest, head back into the museum and talk to Preston to earn rewards. He will join you in Sanctuary after some discussion with Mama Murphy. A new quest becomes available that places Diamond City on your map. Finish this quest first, then choose to have Preston accompany you or fast travel back to Sanctuary to sleep, waiting for him to arrive. Once everyone has exited the museum, talk to Preston and agree to help another settlement, which will place Tenpines Bluff on your map. A Miscellaneous task will appear: Talk to Sturges, agreeing with him to start rebuilding Sanctuary. Mama Murphy also has a task: Bring Jet to her, earning you XP. Head on over to Mama's shop, grab the chem she needs, and you'll get XP in return. She'll also give you some info about your current task that'll be super helpful - just remember, she'll ask for more chem after 8 hours of in-game time pass by. Plus, now you can take Codsworth with you as a buddy! You'll unlock the "When Freedom Calls" trophy/achievement once this quest is done. Before diving into the next part of the story, make sure your settlers are happy and have what they need. Talking to Sturges will get this quest started. Just build some beds in Workshop mode (6 for now, add more as needed), and don't forget a doghouse for Dogmeat! Then, get some clean water going by adding 3 regular water pumps near the houses. Next, have a good food supply by planting 6 of any food you've got into the ground. Make sure your settlers are assigned to work on these crops in Workshop mode. Finally, create a defense system with 2 turrets in front of the houses, and that's it for this quest! You'll unlock the "Sanctuary" trophy/achievement once done. Next up, learning about the VANS perk will let you use VATS to find the quickest path to your next destination. I might suggest taking a specific route depending on what items or other cool stuff we can discover along the way. Our next story goal is in Diamond City, which is pretty far away. Save your Power Armor for when it really counts, and don't be afraid to check out any settlements, buildings, or factories you see on your journey - you never know what might pop up! Finally, head over to the Museum of Freedom using fast travel, then hit the road leading out of town heading southwest and south. Keep an eye on your map for a small road that should come into view - and who knows what hidden spots we'll stumble upon along the way? Making your way southeast, you'll hit a railroad track that heads south, crossing major roads along the way. As you journey on, be sure to save or quicksave when exploring anything unusual. Along this path, discover Drumlin Diner to your east, where you can pick up a short quest if you like. Be cautious of enemies and try to level up an attribute or perk; now's a great time to grab the Hacker perk. When you reach the road intersection near Drumlin Diner, find a car with both a terminal and a cage holding Power Armor. Hack the Advanced terminal to unlock the gate, then jump into this new set of armor and take advantage of its full Fusion Core! Drop off this gear at Sanctuary or Red Rocket before heading back to Drumlin Diner and continuing south. As you travel further, spot a booby-trapped railcar; when you find it, RADS will increase quickly. Avoid the car for now unless you want to risk looting it – in that case, use Rad-X first or RadAway afterward, as there's not much of value inside. Instead, head southeast and discover Jalbert Brothers Disposal. Normally a skip spot, this place has some valuable loot on corpses and in buildings. Be sure to raid the corpses and take out nasty Mole Rats. Find a tool chest outside the northern building with a Novice lock that yields goodies when picked. Be cautious inside, as it's full of RADS, but there is an Advanced hack terminal that unlocks a safe nearby. Continue east-northeast until you reach the Corvega Assembly Plant – don't linger here, just discover and move on. Return to the tracks and head south; before crossing the river, arrive at Graygarden town, which will give you a quest just for being in this area. While exploring, loot items around the garden, pick Mutfruits, or exchange them with Browne for bottlecaps. You can also chat with Greene. To earn more bottlecaps, you can ask him about his "Game Show Host" title, and receive a default of 100 caps, try to negotiate for 150 (Easy), 200 (Medium), or 300 (Hard). If you fail at 150 or 200, your reward will go back down to 100. I was able to get 300 bottlecaps with CHR equipment and booze helping at level 6. Next, continue over the bridge, then find the Beantown Brewery on your left as you walk along. After that, skip Oberland Station for now. Be cautious of a ghoul ambush when you reach a set of cars on the tracks. Go down several stairs under a bridge and raid the body to get some items, including a Note. The Note will add a new task: "Recover the Pip Bolt-Action from Bedford Station," which we'll complete later. You'll find a Waystation with plenty of goods on the second floor of the next building; it even has a Sledgehammer and Machete! Make a save before continuing further south, where you might encounter raiders that you need to take out. Luckily, some random settlers will help you after a moment, so be sure to take cover and play smart. Continue east along the highway leading to Diamond City: Mass Pike. Don't jump down onto the highway; rather, keep the high ground and follow alongside it as you go east. Just before the road below ends, climb down some stairs to discover the Mass Pike Tunnel West. Now that you have a fast travel point close to Diamond City, it's a good time to return to Sanctuary, stash your junk to lighten your load, and make sure you still have CHR boosting equipment with you. From the lower-road area, climb up the rusty stairs in the southeast corner to be on the other side. Loot around in this area up here, then start heading east-southeast into town. Take care of the Raiders on guard, then approach the large red door behind the large truck to discover Hardware Town. Head south and follow along the road as it turns east, then follow your compass indicator as it should point you straight northeast to the large green doors of Diamond City! SAVE now. Equip CHR boosting equipment, then talk to Piper once she's done with her rant to head inside. Navigating the Wasteland with Caution The Atlas of the Surrounding Area Vault-Tec has provided an exhaustive atlas of the area surrounding Vault 111, detailing every nook and cranny to pique your curiosity while discouraging any thoughts of venturing outside. Essential Equipment for Survival In the event that you still decide to leave the vault, this manual offers schematics and data for various firearms and combat equipment. However, we strongly advise against such a decision. Harnessing Resources in the Wasteland Survival relies heavily on making good use of your surroundings when venturing outside Vault 111. This guide includes vital schematics and data for crafting and repairing essential technology and useful weapons. Preparing for Dangers Outside The dangers that lurk beyond Vault 111 are very real, as revealed by our scientists' extensive research. Heed their warnings and study the compiled data to better prepare yourself.